



SHIP OF DOOM



Artic Computing Limited

CRM-84



CRM

ADVENTURE C -
SHIP OF DOOM

SHIP OF DOOM

Conversare #4

Whilst on a reconnaissance flight, your ship has been driven by a Graviton Beam onto an Alien Cruiser. Fred, your pet android, informs you that the cruiser is on a Humanoid slave mission, its aim to seek out Humanoid planets from which samples are taken and their brains replaced by microchips.

Your aim is to free your ship by pressing the control button in the main computer room. Sounds easy. However, there are various hazards.

Good Luck !!!

SHIP OF DOOM

Adventure 1
1985

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SHIP OF DOOM

APR 1985



1 HOUR

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FURTHER INSTRUCTIONS ON REVERSE



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WIND ON DOORS

ADVENTURE C
The Alan Scott
Ship Adventure

ADVENTURES are games
in which you explore strange
new worlds without leaving the
comfort of your home.

The Computer will do as you suggest and
control your actions. You interact the computer
with short phrases usually verb-noun. If the
computer does not understand them try to re-
phrase the command. When entering your
command you may use the TAB-OUT key to
erase any letters. In each location you may find
objects which you can manipulate and use. A
finder's assistant to help your progress. The
game is written in machine code. The pro-
gramme is saved with the name ADVENTURE C
which is unique to each of us. - Howard.

In Adventure C, which is a mystery game,
your ship has been driven by a Griston
Pirate under the Alan Scott. First your pet
assistant informs you that the Captain is not a
friendly fellow. Then you find out that the

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Microcassette players, which accept the tapes and files manufactured by or for them. Your aim is to lose your tape by pressing the control buttons on the main computer screen. Sounds easy. However, there are various hazards.

As this adventure is very large, the programme has two Cassette positions with which you can transfer save a game at any stage to enable it to be used later.

To save the game, you QUIT the game. The computer then asks if you want to save the game. If you reply Y the computer will display the READY CASSETTE. Now start your cassette player on RECORD and hit any key. The game takes 2 seconds to save.

To play a previously saved game. When you run the programme you are asked if you wish to restore a previously saved game. If you answer Y the computer screen displays READY CASSETTE. You then cut up your tape, press REVERSE, REWIND, PLAY and STOP. The tape will then transfer from where you left it.

GOOD LUCK !!!
THE AMIC COMPUTING

SHIP OF DOOM



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